

OGRYN SQUAD - IMPERIUM - ASTRA MILITARUM

60–120 PTS

M	T	Sv	W	LD	OC
6"	6	5+	3	7+	1

<div><div>AUFSTELLUNG</div><div>2-5x Ogryn (40mm) 1x Ogryn Bone 'ead (40mm) Equipped with: Ripper gun</div></div> <div><div>KEYWORDS:</div><div>Ogryn Squad, Imperium, Infantry, Grenades, Ogryn</div></div> <div><div>FACTION KEYWORDS:</div><div>Astra Militarum</div></div>
--

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Ripper gun RAPID FIRE 3	18"	3	4+	5	-1	2

⌘ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Ripper gun	Melee	4	3+	6	-1	1

ABILITIES

<div><div>Point-blank Barrage</div><div>Each time a model in this unit makes a ranged attack that targets the closest eligible target, improve the Armour Penetration characteristic of that attack by 1.</div></div>

WEAPON ABILITIES

<div><div>Rapid Fire</div><div>This ability always takes the form [RAPID FIRE X]. Each time you gather attack dice for a [RAPID FIRE] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step. <i>Example: If a [RAPID FIRE 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).</i></div></div>

CORE RULES

<div><div>Feel No Pain 6+</div><div>This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.</div></div>
--